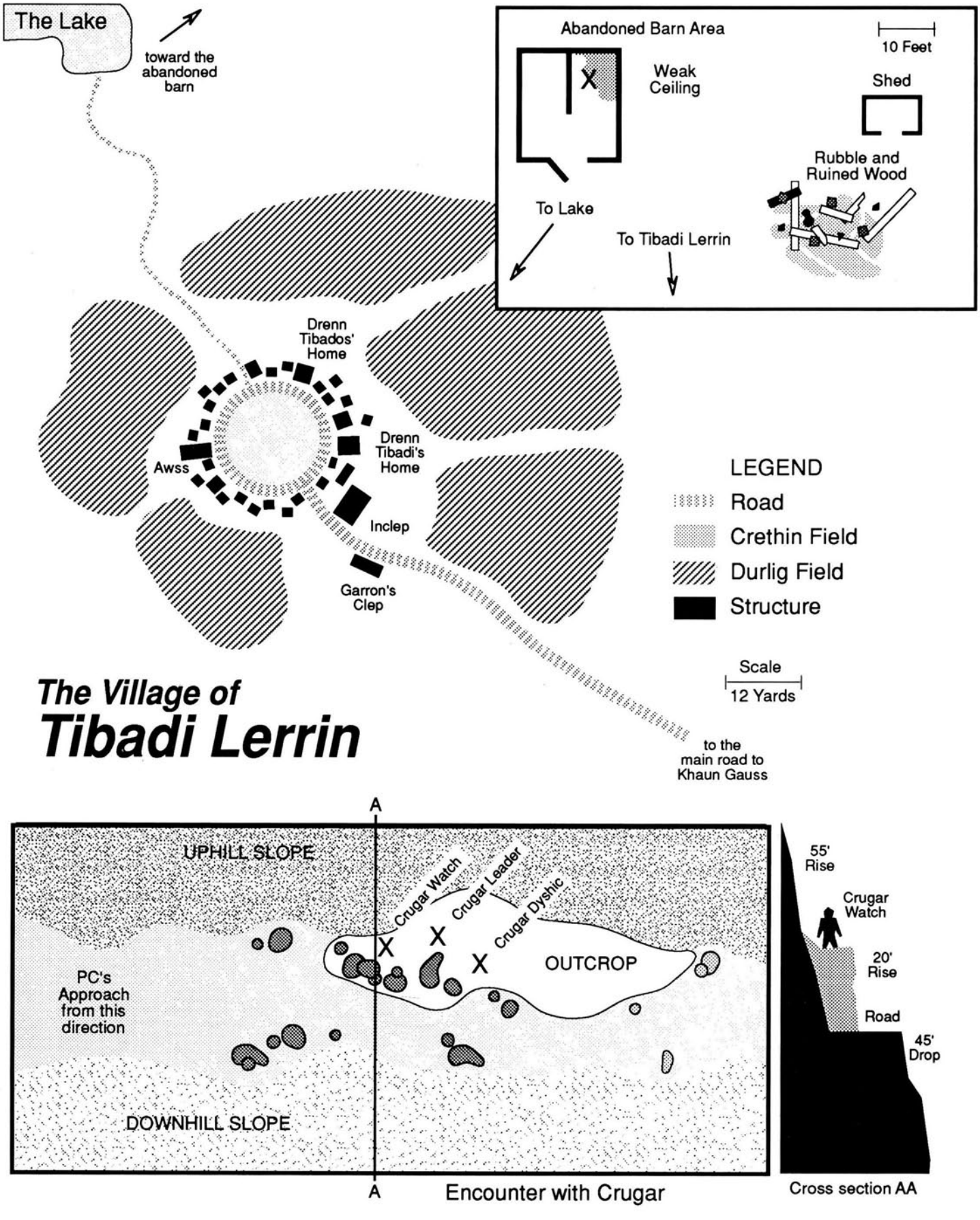
SRP 2100

Introductory Adventure for 4 Characters

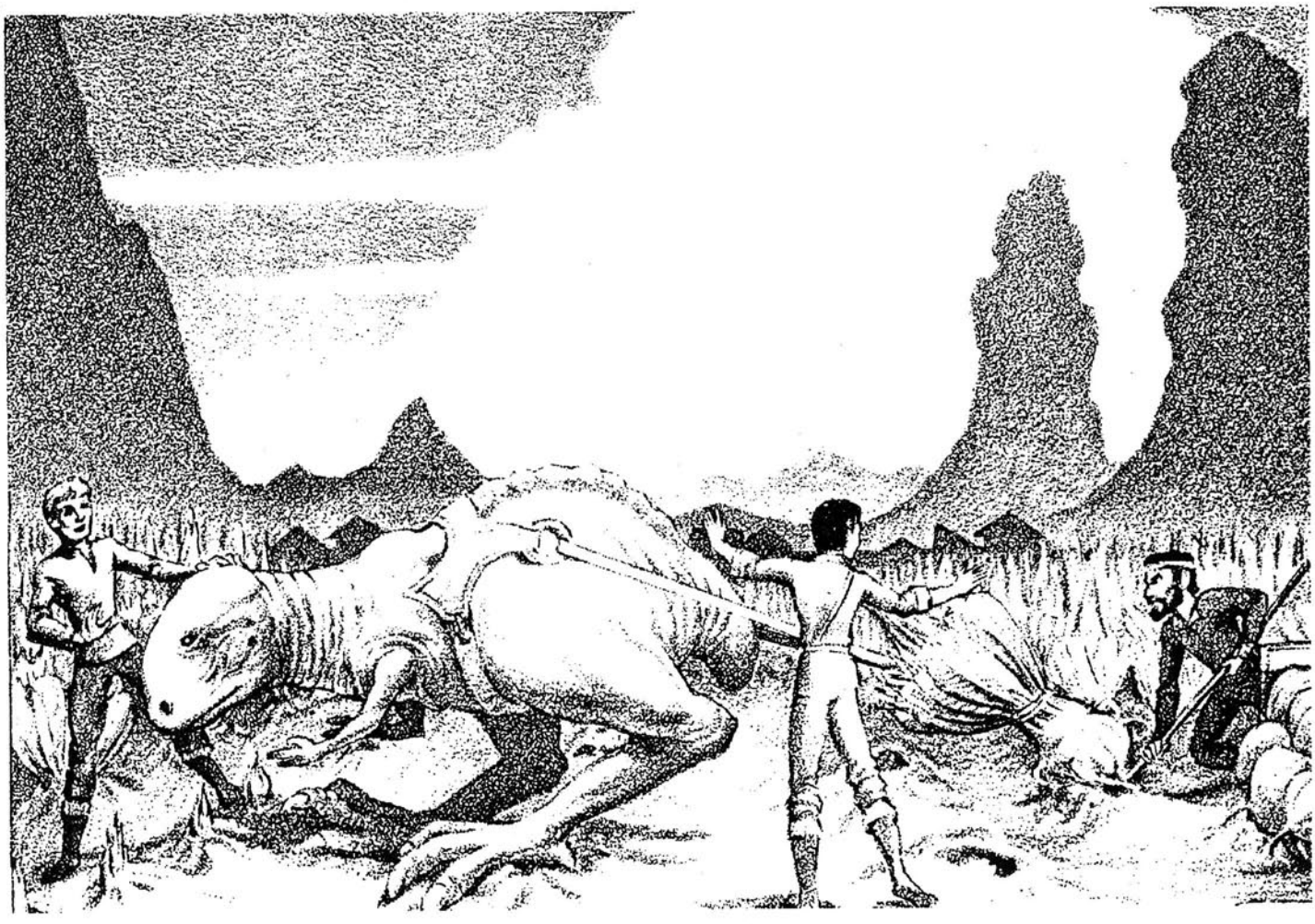


The Village of Tibadi Lerrin

Innocents of Gauss

An Introductory *SkyRealms of Jorune*™ Adventure for 4 Characters

BY Mark Frein



CHESSEX
Play with the best!

Credits

Design: Mark Frein
Cover Art: George Barr
Interior Art: George Barr and Pam Richardson
Maps and Page Design: Joseph Steven Coleman
Editor: Janice Sellers
Interior Layout: Janice Sellers
Cover Layout: Matt Anacleto
Reader and Consultant: Joseph Steven Coleman
Game Consultant: Andrew Leker

©1993 Chessex, Inc. All rights reserved. *SkyRealms of Jorune* is a trademark of SkyRealms Publishing, Inc. This product is protected by the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Chessex, Inc.

SkyRealms of Jorune and its supplements are works of fiction. Any resemblance to actual events or persons, living or dead, is purely coincidental.

This product is based on *SkyRealms of Jorune*, 3rd edition, ©1992 SkyRealms Publishing, Inc. *SkyRealms of Jorune* was designed by Andrew Leker, Amy Leker Kalish, and Miles Teves.

Printed in U.S.A.
SRP 2100

ISBN 1-883240-01-8

Sholari Notes

This supplement is designed to introduce players to the world of Jorune, although it could easily be used as a new start for experienced players.

Pre-generated characters, with appropriate background information, are included in the middle of the book. If your players wish to use their own characters, we suggest you look at the adventure tie-ins on page 4. Because the supplement is tailored to the skills of beginning characters, it might need sholari (gamemaster) modification for characters of advanced skill, social status, or technological power.

Keep in mind that role-playing on Jorune is slightly different from other systems. An adventure should make practical sense for the characters involved, and can have many functions: monetary gain; skill gain; improvement in social status, perhaps part of a tothis. The reasons for the characters to undertake an adventure should be logical and clear. Characters in the *Skyrealms of Jorune* system do not just adventure, they live lives.

As with any adventure supplement, the sholari should read over the book prior to play. Though there is an ultimate goal for the characters in this adventure, there are many ways they could proceed. The sholari characters and encounters do not simply sit in one place doing the same thing every day, all day. Just like the player characters, they move from place to place according to the time of day or their work schedule. Game play will be much more enjoyable if the sholari becomes comfortable and familiar with the personalities and schedules of the non-player characters, especially the Iscin (scientists) and their mercenaries.

This supplement is also structured differently from most adventures for other systems. The format should make the sholari's job easier. Details concerning important people, places, and relevant background are presented first. Second come the actual "plotline", events and encounters.

Introduction

The year is 3492; it is the tenth day of 2nd Mullin. It is nearing harvest in the Gauss Valley. The sun burns hot, and toth, young and old, sweat in the tall durlig fields. A couple of hours' walk away from Khaun Gauss lies Tibadi Lerrin, a small durlig farming community.

Though not a paradise, Tibadi Lerrin has enjoyed relative stability and happiness since the invasion of the crugar in 3436 and the subsequent Energy Weapons War. Occasionally a crugar raiding party is sighted, but most of the large-scale crugar war bands pass by the secluded lerrin (plantation) for the larger booty the city holds.

However, in the last three days, two teenagers have disappeared. In a community so small, their absence has been painfully noticed. A girl disappeared near the lake one morning. A boy vanished from right behind his home. Most of the lerrin believes that the crugar are at fault—perhaps they have taken the teenagers to sell them as slaves in Temauntro.

A kimit (town council) meeting has been called. Cork Tibados and Nisol Tibadi, the lerrin's two drenn, preside at the council. Rumor has it that some able young toth from the community will be picked to head west toward the mountains to look for the missing teenagers.

Overview

It will be the players' job to find two kidnapped teenagers. The kidnappers are a group of renegade Iscin holed up in an encampment in the mountains north of the Khaun Gauss region. They have been paid very well by the cleash to develop a new, ground-breaking limilate (drug). If used over a long period of time, the limilate will alter the genetic structures of the human ear, nose, and reflex actions of the brain. Essentially, the limilate will bestow upon the user sensory abilities similar to those of a crugar. The production of the limilate

requires blood drawn from post-pubescent crugar and humans of each gender.

In addition to monetary reward, the cleash provided the Iscin with valuable equipment and research notes, including an ancient first colony text on genetic engineering. The enormous Faustian temptation of this expanded knowledge was too much for the Iscin, who are now assembled at the Experiment Station. Judgment can become slightly clouded when tempted with the goal of "furthering science."

With two sets of teenagers, crugar and human males and females, the Iscin hope to produce a trial limilate in two seasons' time. At that time the cleash plan to seize the limilate, enslave the Iscin (taking them through a warp to Gilthaw), and use the potent limilate to destabilize Burdoth. They could sell it to outlaws or malcontents, or (which is likelier) threaten the crugar of Temauntro, promising them that the limilate will make humans better than crugar.

Isho and Muadra Characters

Isho adds another level of complexity to any Jorune gaming. Because this adventure is designed to introduce players to the world of Jorune, isho and dysha-weaving have not been given a prominent place. The players will be exposed to dyshas in the form of the crugar's Lightning Blast skills (and possibly from the mercenary Sermic), but none of the pre-generated player characters have isho-related skills.

Customizing the Adventure

A sholari should feel free to adjust the supplement to fit his or her tastes or needs. The players' journey can be made more difficult by using the Random Encounters Table (below), or by making it very difficult for the players to calm the crugar rescue party. The final confrontations at the Experiment Station can be made easier by not having all the scientists and mercenaries in the same place—Stawar could be gone on a pibber or rock hunt; Evra could be out walking her kitties.

Complications, including making the finale more difficult, could include someone spotting the characters before they reach the canyon and giving the scientists and mercenaries time to prepare. The characters could run into Stawar or Evra doing the above-mentioned activities. The cleash could come through the warp. There are many possibilities.

Random Encounters

This list can be used, at the sholari's discretion, for additional encounters to the ones specified in the supplement. Add 4 to d20 roll if encounter takes place in foothills or mountains.

1-2	Wild or loose thombo
3	Corondon
4-6	Country toth
7	Beagre
8	Dreglamon
9-10	Wolf pack
11	Explorers (possibly heading into Doben-al)
12	Crugar bandits
13-14	Mountain men
15	Cougar
16	Rockslide (treat as Trap set at Familiar, Falling Damage +1)
17-18	Rock pibber
19	Flying duradon
20+	Cave scragger

Optional Weather Table

Add 2 to d6 roll for weather in foothills and mountains.

1-2	Sunny, hot and dry
3	Hot and humid; afternoon or evening thunderstorm
4	Cloudy, warm; occasional shower
5+	Warm and dry

Pre-generated Player Characters

The sholari can give any combination of these characters to players. Their background material is limited so that players can easily add their own flavor to each. Encourage players to develop their characters' personalities and the relationships between the characters. Remember, all the characters have grown up together.

More characters can be generated by the sholari or the players by using the Toth (country) statistics on page 61 of the *Skyrealms of Jorune* rulebook.

Tie-ins and Alternate Start Ideas

Here are some ideas for how to bring in characters other than the ones included in this book.

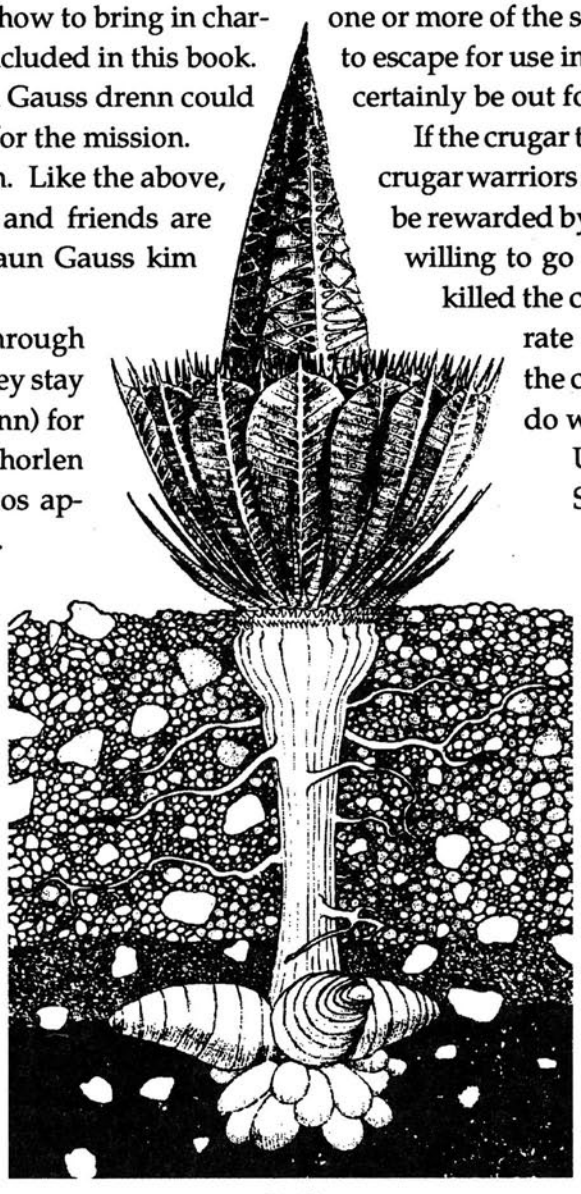
1. Part of tothis. Khaun Gauss drenn could assign or recommend PC's for the mission.

2. Assignment for drenn. Like the above, except one or more drenn and friends are given the mission by a Khaun Gauss kim (city council).

3. PC's are traveling through the Gauss Valley region. They stay at the Tibadi Lerrin inclep (inn) for the night. In the morning, Shorlen disappears and Cork Tibados appeals to the players for help.

4. PC's are the crugar search party.

5. PC's are bounty hunters hired to find one or more of the Experiment Station Iscin. Their leads could include a rough map to the Experiment Station area, or the fact that Kale Jasper hired Blaine Stawar, who was recently seen in the Khaun Gauss marketplace.



durlig

Conclusion

Many outcomes are possible once the players get to the Experiment Station.

It is conceivable that the characters could kill all the scientists and mercenaries (though it would not look good on their morality) or none of them, and still rescue the children.

Surviving mercenaries and scientists could be turned over to Burdothian authorities. Nisol Tibadi knows of the Arlishes and Tawn Jordess. He will gladly go with the characters to Khaun Gauss to turn the scientists over to the yords (police).

A sholari might be interested in "allowing" one or more of the scientists—especially Jasper—to escape for use in later adventures. Jasper will certainly be out for vengeance.

If the crugar teenagers are rescued with the crugar warriors still alive, the characters might be rewarded by the crugar village, if they are willing to go there. If the characters have killed the crugar warriors, a whole separate adventure could stem from the characters' decision of what to do with the crugar teenagers.

Upon returning with Nia and Shorlen, the characters will receive a hearty welcome. Cork Tibados will fufill his promises to the characters, if they are not from the lerrin. If the players used the characters given in the supplement, and wish to continue using them, they will each be given supplies necessary to either adventure outside the lerrin or begin tothis.

Tibadi Lerrin

The community of Tibadi Lerrin can make a nice campaign beginning for newcomers to *Skyrealms of Jorune*. If the players begin as residents of the lerrin, it will provide a good home town base for subsequent adventures. If not, the detailed information below might give the sholari a better feel for what life is like in the durlig-belt.

Population: 83 people currently reside in the area of the lerrin: 30 adult men, 33 adult women, and 18 children (20 including the two kidnapped teenagers). Two drenn have their homes in Tibadi Lerrin: the town patriarch, Yinsai "Cork" Tibados, and Nisol Tibadi, a bio-tech Iscin.

Government: The town is governed by a kimit council, which meets on the first day of every half-month and on special occasions, such as the one called in the course of this adventure. Laws, punishments, and community affairs are decided at the kimits. Though all the toth of the community may have their say at the kimit, the actual decision-making power is held by Cork Tibados and Nisol Tibadi. Once or twice a year Cork and Nisol journey to Khaun Gauss to attend a kim which decides on matters of local interest, e.g., crugar aggression, durlig plantings or shortages, or disease.

There are no yord guards or patrols in the lerrin. Yordig (law) enforcement and the apprehension and punishment of criminal offenses is done by a militia group consisting of twelve men and seven women. There have been no crimes of such a severe nature as to require action by militia in the last twenty years.

Until age 15, children attend school sessions for basic skills including reading, writing, history, and lore. Nisol Tibadi sometimes teaches introductory science to promising children, though he takes care not to interfere with older children's work and home duties.

Economy: Tibadi Lerrin farms the crethin and durlig fields as a cooperative. All residents who are able to work are expected to contribute to the seasonal labors of durlig farming. A work schedule organizing the community into labor shifts is set on a wooden post standing outside Cork Tibados' home.

Cork Tibados officially owns the entire lerrin. Iscin Nisol Tibadi, the other drenn, owns his own home and a small area of land around his residence.

Every auss (autumn), a group is sent from Tibadi Lerrin to Khaun Gauss to sell the durlig crop. The income goes to Cork Tibados, who uses the money for community welfare.

There are four exceptions to the durlig cooperative:

1) Garron's Clep (store). This is a small general store run by Garron Stask. Stask pays cletch (tax) to Cork Tibados from his store's profits. He is not required to work in the durlig fields, and is not listed as a Tibadi dependent.

2) Dinya and Petro Tibadi's Inclep. This is the only drinking and dining establishment in Tibadi Lerrin. Their profits go to the general cooperative but they do not work in the durlig fields.

3) Jona Tibadi. Jona and his family raise and train thombo and are also not required to work in the fields. The thombo are used by the community for durlig harvest and transport and for travel. Occasionally, Jona will sell a thombo to a traveler. The profit goes to the cooperative.

4) Drenn Nisol Tibadi. Nisol uses his bio-tech Iscin skills for enhanced crop production. He does not work in the fields, but he also does not collect cletch from any other lerrin resident.

Customs: All toth born into the community, or residing in the community with the shared benefits of protection, food, and income, take the last name Tibadi. Drenn of the Tibados family have owned the lerrin for more than eighty years.

On the first day of 2nd Auss, every year, the lerrin holds a festival. Dancing, music, and other celebrations take place in the center crethin field. Often, a few thivin come and set up tents in the field, and people from other communities and homesteads show for the three-day event.

Garron's Clep

Garron Stask runs his clep (store) six days a week from sunrise to early evening. The following is a list of his standard stock (prices in gemules).

Toth clothing items	Up to 16 for full attire
Backpacks	13
Rations (1 week)	25
Lantern	37
Lantern oil	5
Torch	5
Durlig	3/pound
Rope (5 yards)	20
Hilc limilate	18

Additionally, Stask has the following weapons:

Knives	25
One-handed sword (3)	315
2-handed sword (1)	420
Light crossbow (1)	390
Wooden crossbow bolts	7

The Inclep

Dinya and Petro, a jovial middle-age couple, open the inclep (inn) just before sundown every evening of the week. During the winter and fall, the barroom is packed. A light crowd of the younger community members frequents the inclep during the summer months. A few times per month, the proprietors arrange for traveling entertainers to visit the lerrin and perform at the inclep; on New Launtra (7th day), groups or individuals perform for each other.

Three second floor rooms are kept for travelers.

Prices:	
Rusper	2 yule, 50 bits
Durlig dishes	2-4 yule
Jerkied thombo meat	2 yule
Flavored durlig chews	50 bits
Room (one night)	6 yule

Tibadi Lerrin Personalities

Drenn Yinsai "Cork" Tibados (Human)

Size/Injury Mod. +0/+0, Age 57

Con 14	Strength 11	Speed 9
Social 15	Education 11	Aim 12
Color 8	Learn 9	Spot 12
Isho 10	Agility 9	Listen 13

Seasoned: Sailing Skills

Experienced: Farming, Language (Salu), Lore, Traveler, Weather, Wilderness Travel

Familiar: Bargain, Crossbow, Geography, Knife, Language (Bronth), Storytelling

Climb Rope +2, Swim +3

In a chest in his bedroom Cork keeps the following:
One suit of Earth-tec All Season Clothing
20 yards Tec-rope
Crossbow, 30 quarrels

The Tibados family has run the lerrin for four generations. Each generation has produced at least one drenn. "Cork" earned his citizenship during and after the ramian gire invasion twenty years ago. As a privateer captain in the Burdothian navy, Cork established good relations with the salu, and helped obtain three salu chausis for the other captains in his contingent.

Cork has aged well. Though his hair has greyed, and his face shows many wrinkles, he works in the fields alongside everyone else, shouting encouragement and advice. The rest of the community eagerly turns to him for leadership and advice. He is a beneficent but stubborn man, and above all else is highly protective of his community and his family. At festival time, or relaxing at the inclep, he often spins long sailor yarns of the salu, the open seas, or the ramian gire.

The current Tibados family consists of Cork's wife Maliyan, one son on tothis, his oldest son Anst who oversees work crews, and two young daughters.

Drenn Nisol Tibadi (Human)

Size/Injury Mod.		+0/+0, Age 41
Con 13	Strength 9	Speed 10
Social 10	Education 14	Aim 10
Color 10	Learn 18	Spot 12
Isho 12	Agility 12	Listen 14

Seasoned: Biology, Bio-tec, Write (Entren)

Experienced: Farming, Flora and Fauna Recognition, Information Search, Limilate Preparation

Familiar: Earth-tec, Geography, Geology, Knife, Limilate Finding, Mathematics, Medicine, Newtonian Physics, Staff, Weather History

As a young boy, Nisol Tibadi showed little sign of brilliance. He worked in the durlig fields, but spent little time with other children his age. He and his father, a naturally gifted farmer and a good friend of Cork Tibados, shared a quiet home.

Little known to his father, however, Nisol spent many hours examining and watching local plant life. He dissected durlig plants, and used his meticulous scientific eye to spot changes in them according to disease, weather conditions, and other factors.

When a durlig Iscin from Khaun Gauss was called out to Tibadi Lerrin to investigate a blight one year, Nisol's talent was finally recognized. After a severe clash of will with his father, Nisol left the lerrin and did not return for twelve years. In the meantime, his father had died. Since then, Nisol has diligently helped the lerrin, owing to what he perceives as a debt to his father.

Nisol's accomplishments in Ardoth included reco research and a masterful discovery of a strain of Earth rice that has possibilities for survival on Jorune. Iscin back in Ardoth are currently considering experimental plantations. Nisol is, in fact, one of the most brilliant biologists in Burdoth. He continues to send articles to Ardothian Iscin.

Note: Nisol could play an important role for the players. He has a few recos, and a stock of limilates with which he might part. If characters can get past his hermit-like personality, they may be able to obtain the following:

Extra hilc limilate

Thon limilate (increases Strength; see Skyrealms of Jorune book, p. 187)

2 Reco Volunteers (with follow mode and distraction mode; see *Skyrealms of Jorune* book, p. 184)

Garron Stask (Human)

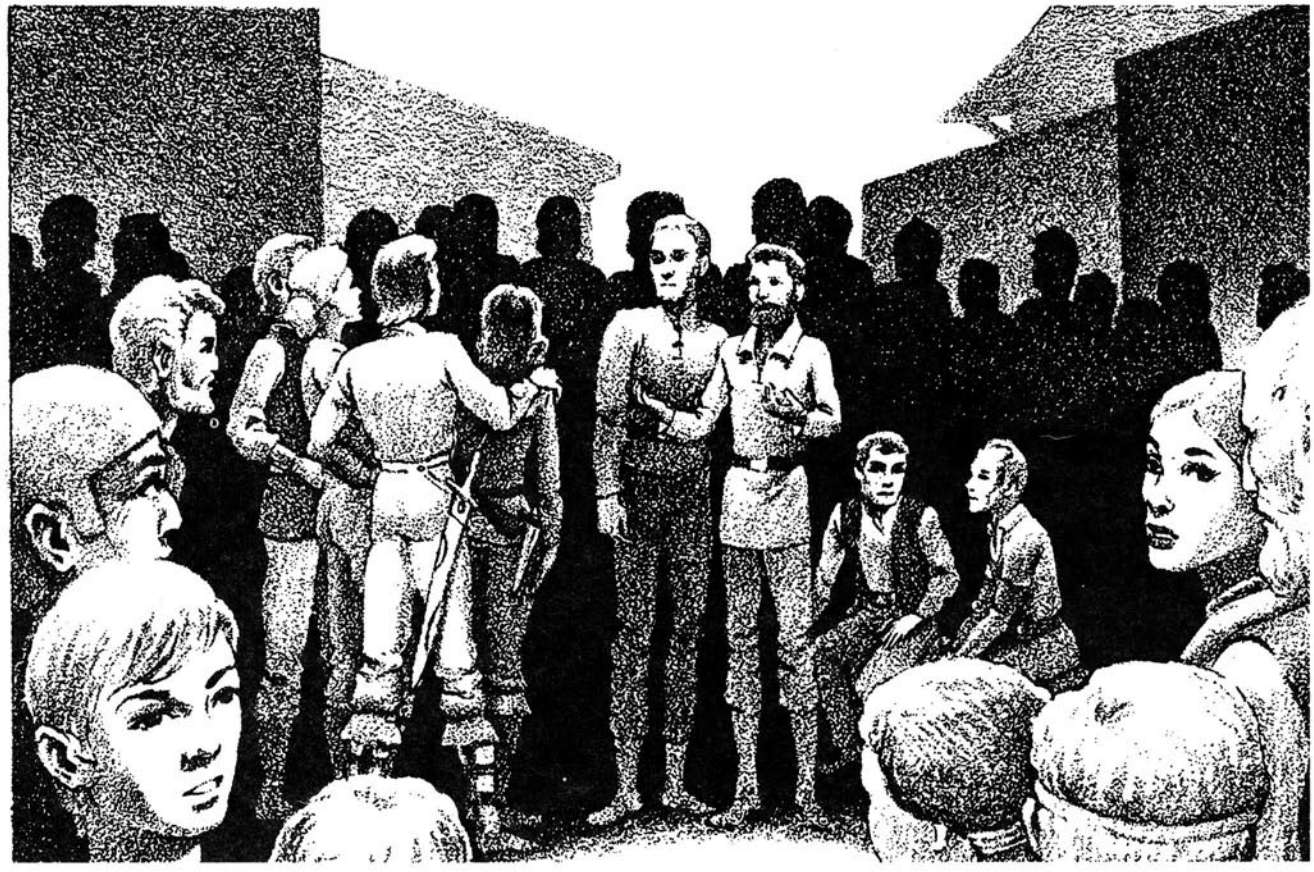
Size/Injury Mod.		+0/+0, Age 42
Con 12	Strength 14	Speed 9
Social 15	Education 11	Aim 14
Color 11	Learn 9	Spot 13
Isho 10	Agility 10	Listen 14

Experienced: Bargain, Earth-tec, Military Etiquette, Set up Camp, Write (Entren)

Familiar: Conceal Self, Cook, First Aid, Fist, Foraging, Knife, Set Traps, Shield Use, Silent Movement, Sword, Thombo Riding, Tracking, Wilderness Travel

Garron Stask served in the Burdothian militia for five years. Weary of the ceaseless travel and danger, he came to Tibadi Lerrin (where he had an old friend) and set up a small trading business. Garron stands a towering 6'4" and boasts a rusper-belly.

Though it would take a miracle or a crugar assault on the lerrin to get Stask to take up his sword and backpack again, he will get much vicarious excitement out of the player characters' journey. He will offer food and equipment at discounted prices and will demand to hear everything upon their return.



The Kimit

At the start, the characters find themselves at a special open meeting of the kimit council held in the lerrin's awss (town hall). Most people are sitting on the ground. Cork Tibados stands in the middle of the crowd with Nisol Tibadi standing quietly to his side.

Cork explains the facts that everyone knows: One teenage boy disappeared from his own backyard this very morning, and a teenage girl disappeared two days ago near the lake.

Many in the crowd murmur, "Crugar." Cork acknowledges their opinion and admits that he must agree with them.

With the supplement characters:

He then pulls out a small piece of paper from his pocket. He explains that after consulting with a few others of the community, he has come up with a group of young people to be sent in an attempt to find and bring back the missing teenagers.

He reads the players' names off the list. Cork expresses the confidence he and the lerrin have in the characters. The community feels that they are the most qualified and able people for this task.

Finally, Cork recommends that 'the group start their search as soon as possible. The meeting adjourns.

With other characters:

Cork, speaking for the community, welcomes the player characters and thanks them for their willingness to help. He expresses his confidence in their skills and offers each of them a full gem for each teenager returned safely. He also offers to personally endorse any tauther among the characters.

The Beginning of the Search

The family of Nia, the kidnapped girl, is in shock. They cannot offer much help to the characters, although her older brother Birn will take them out to the lake and to the place where Nia was last seen. They fear very much for Nia's mental state—she was a withdrawn and reclusive girl.

Shorlen's family claims that the boy was very smart. They believe that he must have been taken away physically or by means of threats; they do not think he would be tricked into walking away with a stranger. They imagine that he must have been silenced somehow, as they did not hear anything from behind the house the morning he disappeared.

At the Lake

The Tibadi Lerrin lake is more aptly described as a small pond. Some members of the community wash clothes in its waters. Children of all ages can be found swimming during warm days.

Nia was last seen chasing hirgin (a colorful insect) in the tall grass not far from the water's edge. When the sun began to set, and her friends were about to go home, they searched the area and called out to her. When she did not reply they assumed that she had gone home already. A search later by her parents was to no avail.

Clues: A successful Tracking roll at -8 penalty or a successful Search roll at -10 penalty (add +1 for every hour the characters declare they will search; they can continue searching as long as they want) will show signs of a short scuffle—crushed and matted grass—near the area where Nia was last seen. A successful Tracking roll at -8 penalty will enable characters to follow the tracks to the **Abandoned Barn**. Give the PC's as many chances as it takes to find the tracks.

Behind Shorlen's Home

A successful Tracking roll at -6 penalty will allow characters to trace Shorlen and his kidnapper's path back to the **Abandoned Barn**. The trail proves to be boot tracks. A perceptive player may begin to doubt the crugar kidnapping theory.

The Abandoned Barn

Half-an-hour's walk north from the lake is an old homestead, now deserted. The only buildings remaining are a rickety tool shed and a barn. Blaine Stawar took Nia here after he kidnapped her, left her tied and gagged while he abducted Shorlen, and then left a nasty surprise in the barn for any would-be rescuers.

The barn is empty and littered with broken boards and dirt. The back portion of the barn consists of two thombo stables with a wooden partition. The stable gates have fallen apart.

At the point marked "x" on the **Abandoned Barn map** lies a pile of blankets, roughly human-sized. Running from the blankets, up the back wall, and to the ceiling is a tough, thin sinew cord. If anyone moves the blankets significantly the cord will be pulled and an important support board in the ceiling will be nudged out, causing a portion of the ceiling directly above to collapse. Successful agility checks at -5 will allow characters to leap out of the way. Otherwise, damage will be as Falling Object +1. A character making a successful Spot roll at -5 or Search roll at -3 will notice or find the trap. There is nothing under the blankets.

Next to the blankets is a piece of cloth with brownish stains. The cloth was soaked in a limilate and put over the teenagers' faces to knock them out. Nisol Tibadi will be able to identify the limilate.

Exploration of the tool shed will reveal rotted rope, hoes and shovels for russip root (from which rusper is made) and durlig farming, and a hungry scragger lurking on a crossbeam near the attic ceiling. The scragger will immediately jump on and attack anyone in range. A Spot roll at -10 will reveal the creature upon entry into the shed. Use standard statistics for scragger (*Skyrealms of Jorune* book, p. 171; Stamina 1d6+3).

The Leather Strap

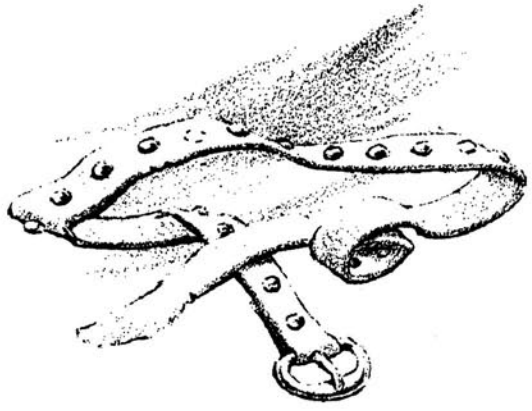
An assortment of human and thombo tracks can be spotted easily in the dirt outside the doors of the barn. Any character who declares he is actively searching the area outside the barn, or any character attempting to track the thombo prints, will notice a small strap of leather lying in the dust. Shorlen ripped it off a thombo pack with his teeth and let it fall to the ground, hoping to provide a clue. If the players do not attempt to search the area, give each character a chance to spot the strap anyway (a Spot roll at -5). It is important that the players find the strap.

Stawar tied the teenagers on the front of his thombo and secured brush to the feet of the beast, thus causing extreme difficulties for anyone attempting to track them. The sholari is recommended to make tracking Stawar, at this point, impossible.

Following the Lead

The characters will easily recognize the strap as tanned hide. A character with Thombo skill can recognize the strap as thombo hide with a successful Easy Thombo skill check.

The strap itself is marked by a pattern of small circular crystal studs. The crystals are ornate and worth 50 gemules, though they have no isho value. The pattern and crystals, however, are essential to the players' investigation. The strap was made at a hide worker's shop in Khaun Gauss; the pattern is an original design by the worker.



Some of the people back in Tibadi Lerrin can help the characters identify the strap. Any number of people, including Nisol Tibadi, Garron Stask, or Cork Tibados, could tell the characters that the strap is thombo hide.

The characters' real aid can be Jona Tibadi, the thombo breeder and handler. Jona can not only identify the strap as thombo hide, but also tell them that it is from a saddle bag. He will tell them that the crystal pattern is a decoration made by a specific leatherworker. Jona remembers seeing a boccord leatherworker at a fair in Khaun Gauss who decorated his hides with crystal patterns; he thinks the patterns had something to do with boccord spirituality.

Khaun Gauss

It takes about one and a half hours to get to Khaun Gauss from Tibadi Lerrin. Though the characters have a specific purpose in going to the city, if the sholari wants to spice up the urban scene with more encounters, he should feel free to do so.

Inquiries

Without too much difficulty, the characters can find someone to help them with the mysterious strap. Any number of hide stores or thombo handlers can tell them to go to the Claysis (downtown bazaar). Though no one will specifically recognize the strap's pattern, they will say that hide workers at the bazaar often put special designs on their work.

The Bazaar

The bazaar is a thriving place of specialty shops and artists. Thivin musicians playing dichandra stones sit on rugs in the middle of the bazaar. Many races are represented in the shops: thivin, woffen, bronth, muadra, boccord, corastin (mostly as guards), and even thriddle.

After some browsing, the characters will find the tent of Uthis, the boccord leatherworker. Uthis is an old but still strong-looking man. He wears a fine, flowing deep blue thivin garment and a tiara of crystals on his bald head. He sits behind a table on which his wares are displayed.

Uthis is a friendly man who takes much pride in his work. His crystal patterns are a traditional art in his family and are directly related to boccord religious rituals. Some people claim to have great fortune when carrying or wearing leather designed by Uthis.

He will answer the characters' questions as long as they do not badger him. Compliments or a purchase will certainly free up his tongue. He will tell the characters that the strap they possess was from a saddle bag he made for a fairly regular customer. The cus-

SKYREALMS OF

JORUNE

CHARACTER SHEET

PLAYER

Name	Drethro Tibadi
Race	Human
Origin	Tibadi Lerrin
Occupation	

Constitution	12	Strength	13	Speed	12
Social	16	Education	11	Aim	11
Color	12	Learn	13	Spot	10
Isho	10	Agility	12	Listen	15

STAMINA 12

Height
Weight
Age
Sex Male

MODIFIERS

Advantage Bonus
Aim Bonus
Hit Bonus
Injury Bonus
Lifting Weight
Running Speed 12'/rnd
Size Modifier
Strength Bonus 230 lbs.

ATHLETICS

Climb
Jump
Swim

INTERACTIONS

Acubon
Blount
Boccord
Bronth
Cleash
Corastin
Croid
Crugar
Cygra
Human
Muadra
Ramian
Salu
Scarmis
Shantha
Thivin
Thriddle
Tologra
Trarch
Woffen

SKILLS

ANIMAL HANDLING

Creature Care	H	_	
Thombo	M	_	6
		_	

PRACTICAL SKILLS

Arithmetic	E	_	8
Bio-tec	E	_	
Current Events	M	_	6
Earth-tec	M	_	6
Fast Talk	M	_	11
Fauna Recog.	M	_	7
Flora Recog.	M	_	6
Geography	E	_	7
Geology	E	_	
History (Local)	E	_	7
Lore			
		_	
		_	
Traveler	M	_	
Weather	E	_	6

COMMON SKILLS

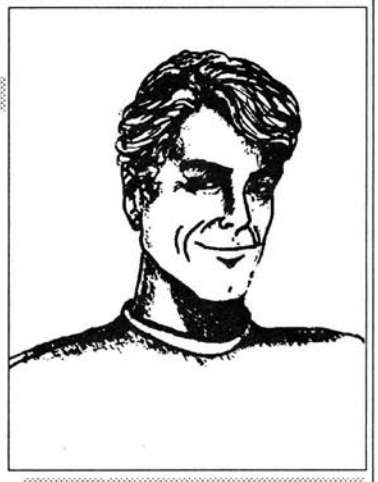
Bargain	E	_	12
Bribe	E	_	
Bureaucracy	E	_	6
Conceal Self	E	_	
Contacts	H	_	
Cook	E	_	
First Aid	E	_	
Foraging	M	_	
Gaming	H	_	7
Getting Around			
	M	_	
	M	_	
Info. Search	M	_	
Stealth	M	_	
Tailing	M	_	
Teaching	M	_	
Tracking	M	_	
Wilderness Travel	E	_	

OTHER SKILLS

Farming	M	_	11
Orating	M	_	7
Singing	H	_	5

Etiquette

Language



MELEE SKILLS

Advance	_	
Defend w/o Weapon	_	
Defend with Shield	_	
Entangle	_	
Fist	_	
Kick	_	5
Tackle	_	
Withdraw	_	

MOON SKILLS

Desti	[Red]	
Du	[Amber]	
Ebba	[Yellow]	
Gobey	[Brown]	
Launtra	[Green]	
Shal	[Blue]	
Tra	[White]	

ISHO SENSITIVITY

Caji Entropy
Color Points
Estimate Isho
False Signature
Mask Signature
Max Isho
Race Signature
Tra Sense
Signature Spectrum
Warp Stabilization

WOUNDS

Body	
Light Leg	
Right Leg	
Light Arm	
Right Arm	
Head	

SKILL DIFFICULTIES

	Melee	Easy	Moderate	Hard	Very Hard
Unfamiliar	4	1	0	0	0
Familiar	10	6	5	4	3
Experienced	13	12	10	8	6
Seasoned	16	18	15	12	9

There is no benefit to skill levels above 19

COMBAT SUMMARY

Roll 1d20 for Advantage. Apply Advantage modifiers.
Roll 1d20 for Attack or Defend action. Apply modifiers for Size, Agility, Hit or Weapon bonus, plus modifiers from the sholari for difficulty penalties or bonuses.
•••
If the hit is successful, roll 2d6 for Armor Penetration, 1d20 for Location and 2d6 for Damage. Apply Injury Bonus.

CHARACTER BACKGROUND

Drethro is Jona Tibadi's second child. He serves as the lerrin's principal haggler when merchants come to buy durlig. He is crafty and golden-tongued, but would never cheat his community. He is fiercely loyal to his father and mother and to the lerrin.

His father would like him to earn drenn status, and to involve himself in Khaun Gauss politics. Drethro does want to move to Khaun Gauss, but as a salesman, not as a politician. He is set on becoming a successful merchant. He figures he can earn a position in a trading house with his abilities, and eventually stake out his own business.

Though Drethro always acts in the best interests of the lerrin, he does not like to share the details of his schemes with others. Some people distrust him.

WEAPONS

NAME	SKILL	NOTES
Sword	10	

MONEY and POSESSIONS

Begin with 3d6 links.

RANGE WEAPONS

NAME	SKILL	RANGE	NOTES

DYSHAS*

NAME	SKILL	RANGE	ISHO	REQUIRED MOONS, EFFECT and NOTES

*The 1/20 automatic success/failure does not apply to dyshas. You may attempt a dysha which you have listed, but for which you have not achieved a "first weave." A "1" (automatic success) counts as your first weave.

NOTES

FOCUSES / CHARACTER IMPROVEMENT

SKILL	DIFF	ATTAINMENT POINTS	MISCELLANEOUS ATT. PTS.

SKYREALMS OF

JORUNE

CHARACTER SHEET

PLAYER

Name	Jan Tibadi
Race	Human
Origin	Tibadi Lerrin
Occupation	

Constitution	15	Strength	13	Speed	15
Social	10	Education	11	Aim	15
Color	8	Learn	11	Spot	14
Isho	9	Agility	15	Listen	13

STAMINA 15

Height
Weight
Age
Sex Female

MODIFIERS

Advantage Bonus
Aim Bonus
Hit Bonus
Injury Bonus
Lifting Weight
Running Speed 15'/rnd
Size Modifier
Strength Bonus 230 lbs.

ATHLETICS

Climb
Jump
Swim

INTERACTIONS

Acubon
Blount
Boccord
Bronth
Cleash
Corastin
Croid
Crugar
Cygra
Human
Muadra
Ramian
Salu
Scarmis
Shantha
Thivin
Thriddle
Tologra
Trarch
Woffen

SKILLS

ANIMAL HANDLING

Creature Care	H	_	
Thombo	M	_	6

PRACTICAL SKILLS

Arithmetic	E	_	
Bio-tec	E	_	
Current Events	M	_	
Earth-tec	M	_	
Fast Talk	M	_	
Fauna Recog.	M	_	12
Flora Recog.	M	_	6
Geography	E	_	
Geology	E	_	
History (Local)	E	_	
Lore			
Burdoth	M	_	8
Traveler	M	_	
Weather	E	_	12

COMMON SKILLS

Bargain	E	_	
Bribe	E	_	
Bureaucracy	E	_	
Conceal Self	E	_	
Contacts	H	_	
Cook	E	_	6
First Aid	E	_	6
Foraging	M	_	6
Gaming	H	_	
Getting Around			
	M	_	
	M	_	
Info. Search	M	_	
Stealth	M	_	7
Tailing	M	_	
Teaching	M	_	
Tracking	M	_	8
Wilderness Travel	E	_	12

OTHER SKILLS

Farming	M	_	10

COMBAT SUMMARY

Roll 1d20 for Advantage. Apply Advantage modifiers.
Roll 1d20 for Attack or Defend action. Apply modifiers for Size, Agility, Hit or Weapon bonus, plus modifiers from the sholari for difficulty penalties or bonuses.
•••
If the hit is successful, roll 2d6 for Armor Penetration, 1d20 for Location and 2d6 for Damage. Apply Injury Bonus.

CHARACTER BACKGROUND

Jan plans to join the Burdothian infantry after the planting is done. She dreams of eventually becoming a scout for the guard and perhaps earning her drennship. She has a great distaste for her community, though she feels a sense of honor for the small lerrin and others like it. She hopes to make a career of keeping her homeland and western Burdoth safe from crugar invaders.

Jan is usually quiet and reserved; her words fall into one of two categories. When talking about "serious" things, she is stern and business-like. She also has a good, sharp sense of humor. She particularly enjoys poking fun at anyone who thinks too highly of himself. Many people admire her, even if they consider her somewhat of an oddity.

WEAPONS

NAME	SKILL	NOTES
Knife	10	

RANGE WEAPONS

NAME	SKILL	RANGE	NOTES
Long Bow	13		

DYSHAS*

NAME	SKILL	RANGE	ISHO	REQUIRED MOONS, EFFECT and NOTES

*The 1/20 automatic success/failure does not apply to dyshas. You may attempt a dysha which you have listed, but for which you have not achieved a "first weave." A "1" (automatic success) counts as your first weave.

FOCUSES / CHARACTER IMPROVEMENT

SKILL	DIFF	ATTAINMENT POINTS	MISCELLANEOUS ATT. PTS.

MONEY and POSESSIONS

Begin with 3d6 links.

NOTES

SKYREALMS OF

JORUNE

CHARACTER SHEET

PLAYER

Name	Kellin Tibadi
Race	Human
Origin	Tibadi Lerrin
Occupation	

Constitution	15	Strength	15	Speed	11
Social	12	Education	10	Aim	12
Color	10	Learn	9	Spot	12
Isho	13	Agility	12	Listen	12

STAMINA 15

Height
Weight
Age
Sex Male

MODIFIERS

Advantage Bonus	
Aim Bonus	
Hit Bonus	
Injury Bonus	
Lifting Weight	
Running Speed	12'/rnd
Size Modifier	
Strength Bonus	250 lbs.

ATHLETICS

Climb
Jump
Swim

INTERACTIONS

Acubon
Blount
Boccord
Bronth
Cleash
Corastin
Croid
Crugar
Cygra
Human
Muadra
Ramian
Salu
Scarmis
Shantha
Thivin
Thriddle
Tologra
Trarch
Woffen

SKILLS

ANIMAL HANDLING

Creature Care	H	_	
Thombo	M	_	5

PRACTICAL SKILLS

Arithmetic	E	_	
Bio-tec	E	_	
Current Events	M	_	
Earth-tec	M	_	
Fast Talk	M	_	
Fauna Recog.	M	_	7
Flora Recog.	M	_	6
Geography	E	_	
Geology	E	_	9
History (Local)	E	_	
Lore			
Traveler	M	_	
Weather	E	_	6

COMMON SKILLS

Bargain	E	_	6
Bribe	E	_	
Bureaucracy	E	_	
Conceal Self	E	_	6
Contacts	H	_	
Cook	E	_	
First Aid	E	_	6
Foraging	M	_	
Gaming	H	_	
Getting Around			
	M	_	
	M	_	
Info. Search	M	_	
Stealth	M	_	
Tailing	M	_	
Teaching	M	_	
Tracking	M	_	
Wilderness Travel	E	_	10

Farming	M	_	12

Etiquette

Language

MELEE SKILLS

Advance	_	
Defend w/o Weapon	_	
Defend with Shield	_	
Entangle	_	
Fist	_	
Kick	_	11
Tackle	_	10
Withdraw	_	

MOON SKILLS

Desti	[Red]	
Du	[Amber]	
Ebba	[Yellow]	
Gobey	[Brown]	
Launtra	[Green]	
Shal	[Blue]	
Tra	[White]	

ISHO SENSITIVITY

Caji Entropy
Color Points
Estimate Isho
False Signature
Mask Signature
Max Isho
Race Signature
Signature Spectrum
Tra Sense
Warp Stabilization

WOUNDS

Body	
Light Leg	
Right Leg	
Light Arm	
Right Arm	
Head	

SKILL DIFFICULTIES

	Combat	Easy	Moderate	Hard	Very Hard
Unfamiliar	4	1	0	0	0
Familiar	10	6	5	4	3
Experienced	13	12	10	8	6
Seasoned	16	18	15	12	9

There is no benefit to skill levels above 19

COMBAT SUMMARY

Roll 1d20 for Advantage. Apply Advantage modifiers.
Roll 1d20 for Attack or Defend action. Apply modifiers for Size, Agility, Hit or Weapon bonus, plus modifiers from the sholari for difficulty penalties or bonuses.
•••
If the hit is successful, roll 2d6 for Armor Penetration, 1d20 for Location and 2d6 for Damage. Apply Injury Bonus.

CHARACTER BACKGROUND

Most of Tibadi Lerrin considers Kellin to be a fine, strapping example of a good lerrin upbringing. He is well-liked, strong, and a good farmer, just like his father. In the past, he has participated in a few local expeditions against bandits, and one against a dreglamon.

Kellin himself doesn't want much more than he has. He is happy as a durlig farmer and has no ambitions to see the world or go on tothis. He is, however, desperately in love with Jan Tibadi and wants to marry her. She doesn't know this, and the idea would probably be repulsive to her. Kellin knows of her desire to leave the community and is severely heartbroken.

WEAPONS

NAME	SKILL	NOTES
Axe	12	

RANGE WEAPONS

NAME	SKILL	RANGE	NOTES

DYSHAS*

NAME	SKILL	RANGE	ISHO	REQUIRED MOONS, EFFECT and NOTES

*The 1/20 automatic success/failure does not apply to dyshas. You may attempt a dysha which you have listed, but for which you have not achieved a "first weave." A "1" (automatic success) counts as your first weave.

FOCUSES / CHARACTER IMPROVEMENT

SKILL	DIFF	ATTAINMENT POINTS	MISCELLANEOUS ATT. PTS.

MONEY and POSESSIONS

Begin with 3d6 links.

NOTES

SKYREALMS OF

JORUNE

CHARACTER SHEET

PLAYER

Name	Sash Tibadi
Race	Human
Origin	Tibadi Lerrin
Occupation	

Constitution	9	Strength	10	Speed	11
Social	13	Education	14	Aim	12
Color	9	Learn	17	Spot	9
Isho	11	Agility	13	Listen	12

STAMINA 9

Height
Weight
Age
Sex Female

MODIFIERS

Advantage Bonus	
Aim Bonus	
Hit Bonus	
Injury Bonus	
Lifting Weight	
Running Speed	11'/rnd
Size Modifier	
Strength Bonus	200 lbs.

ATHLETICS

Climb
Jump
Swim

INTERACTIONS

Acubon
Blount
Boccord
Bronth
Cleash
Corastin
Croid
Crugar
Cygra
Human
Muadra
Ramian
Salu
Scarmis
Shantha
Thivin
Thriddle
Tologra
Trarch
Woffen

SKILLS

ANIMAL HANDLING

Creature Care	H		7
Thombo	M		6

PRACTICAL SKILLS

Arithmetic	E		10
Bio-tec	E		8
Current Events	M		
Earth-tec	M		
Fast Talk	M		
Fauna Recog.	M		8
Flora Recog.	M		13
Geography	E		5
Geology	E		
History (Local)	E		6
Lore			
Traveler	M		
Weather	E		6

COMMON SKILLS

Bargain	E		
Bribe	E		
Bureaucracy	E		
Conceal Self	E		
Contacts	H		
Cook	E		7
First Aid	E		12
Foraging	M		
Gaming	H		
Getting Around			
Khaun Gauss	M		4
	M		
Info. Search	M		7
Stealth	M		
Tailing	M		
Teaching	M		8
Tracking	M		
Wilderness Travel	E		6

OTHER SKILLS

Farming	M		11
Limilate (Find)	M		8
Limilate (Prep)	H		6
Literature	V		4
Mathematics	V		3
Medicine	V		4
Philosophy	V		4
Sculpting	M		10
Write (Entren)	H		5

Etiquette

Language

MELEE SKILLS

Advance		
Defend w/o Weapon		
Defend with Shield		
Entangle		
Fist		
Kick		6
Tackle		
Withdraw		

MOON SKILLS

Desti	[Red]
Du	[Amber]
Ebba	[Yellow]
Gobey	[Brown]
Launtra	[Green]
Shal	[Blue]
Tra	[White]

ISHO SENSITIVITY

Caji Entropy
Color Points
Estimate Isho
False Signature
Mask Signature
Max Isho
Race Signature
Signature Spectrum
Tra Sense
Warp Stabilization

WOUNDS

Body	
Light Leg	
Right Leg	
Light Arm	
Right Arm	
Head	

SKILL DIFFICULTIES

	Combat	Easy	Moderate	Hard	Very Hard
Unfamiliar	4	1	0	0	0
Familiar	10	6	5	4	3
Experienced	13	12	10	8	6
Seasoned	16	18	15	12	9

There is no benefit to skill levels above 19

COMBAT SUMMARY

Roll 1d20 for Advantage. Apply Advantage modifiers.
Roll 1d20 for Attack or Defend action. Apply modifiers for Size, Agility, Hit or Weapon bonus, plus modifiers from the sholari for difficulty penalties or bonuses.
•••
If the hit is successful, roll 2d6 for Armor Penetration, 1d20 for Location and 2d6 for Damage. Apply Injury Bonus.

CHARACTER BACKGROUND

Sash is probably the brightest member of Tibadi Lerrin besides her mentor, Nisol Tibadi. She has two loves: healing and art. These often conflict with each other. The healer in her wants to journey to Ardoth and enroll in a learsis (medical) academy. She also wants to become a traveling sculptor. She fantasizes about sculpting heroic drenn and tauther and selling her works to collectors.

Practically, her parents want her to earn drenn status by becoming a famour healer. Sash enjoys helping the wounded and sick, but is bashful about taking credit and doubts her skills. Though most of the people her age in the lerrin are not jealous of her abilities, they do not understand or talk much to her. She is not very happy.

WEAPONS

NAME	SKILL	NOTES
Staff	10	

RANGE WEAPONS

NAME	SKILL	RANGE	NOTES

DYSHAS*

NAME	SKILL	RANGE	ISHO	REQUIRED MOONS, EFFECT and NOTES

*The 1/20 automatic success/failure does not apply to dyshas. You may attempt a dysha which you have listed, but for which you have not achieved a "first weave." A "1" (automatic success) counts as your first weave.

FOCUSES / CHARACTER IMPROVEMENT

SKILL	DIFF	ATTAINMENT POINTS	MISCELLANEOUS ATT. PTS.

MONEY and POSESSIONS

Begin with 3d6 links.

NOTES

tomer was a small, wiry man who had asked him on several occasions to put small crystals that the customer himself had collected into leatherworks.

Uthis knew that the crystals were from somewhere in the mountains north of Khaun Guass. Once Uthis asked the costumer about where he found the crystals. The customer immediately became nervous and quickly departed. His curiosity aroused, Uthis asked a muadra crystal-hunting friend of his about the crystals. The muadra could not pinpoint the location, but he did isolate the crystals down to a specific area along the west face of the mountains to the north of Khaun Gauss. The muadra was also perplexed about the customer's strange reaction. Isho is not particularly high in those mountains, so nobody would have any crystal pockets to keep secret.

If the characters tell Uthis about their search, or if they make it clear that they are trying to find the strange customer, Uthis will draw a map (give players their copy of **Uthis' map**) to show the rough area where his muadra friend thinks the crystals were found.

The Watcher

Stawar was so worried about Uthis' question, he paid someone a handsome sum to keep tabs on Uthis and anyone asking suspicious questions at his tent. The man he hired is another artisan, selling his wares (ornate daggers) from a tent across from Uthis'.

Gadder Nocklin (Human)

Size/Injury Mod. +0/+0, Age 36

Con 11	Strength 12	Speed 14
Social 10	Education 8	Aim 13
Color 9	Learn 8	Spot 14
Isho 10	Agility 14	Listen 16

Seasoned: Hide, Knife (is able to fight with two knives at -1 adv., -2 hit)

Experienced: Getting Around, Metallurgy, Tailing, Underground Info

Familiar: Bargain, Bribe, Defend without Weapon, Fast Talk, Silent Movement

Armor	None
Carries/Ad+/Rank	Knife/+5/17

Nocklin is a retired githerin (thief). He is a tall, lanky man with reddish hair and a mustache. He speaks softly and moves quietly.

Stawar paid him to watch the leatherworker's tent for anyone asking a lot of questions. Stawar also paid Nocklin to "eliminate" anyone who was obviously interested in finding him. Nocklin could easily lie to Stawar, but his professional pride would prevent it. He will attempt to kill the characters as long as it does not pose a danger to himself.

Nocklin will be able to overhear any conversation the characters have with Uthis. If they speak of following the customer, Nocklin will begin to tail them, and will try to assassinate them at any opportunity. He might approach the characters, telling them he has information about the person they are following, lead them into a dark building or alleyway, and then suddenly turn on them with his knives. If obviously outclassed in terms of fighting ability, Nocklin will try to isolate one or two PC's at a time.

If captured and questioned, Nocklin will tell the characters that he was paid good money to watch and kill the characters by a mountain man who was paranoid about being followed. He thinks the man has found a rich crystal field or a silver vein.

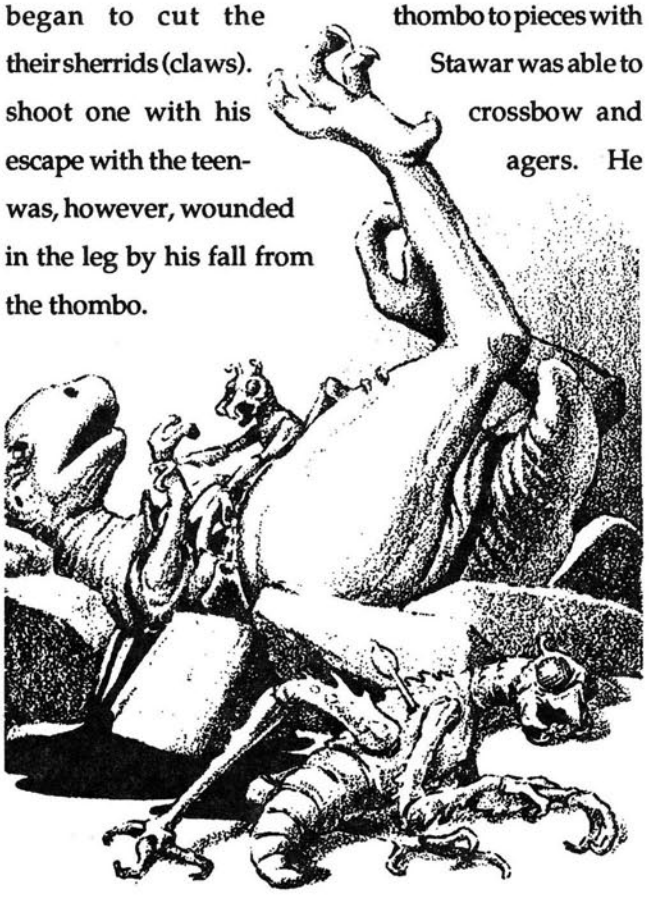
Continuing the Search

Leaving the city by the path indicated on Uthis' map will take the characters north in the direction of the mountains. The trail is no more than a thombo track for mountain prospectors.

The road can be followed for approximately thirty-five miles, when the characters will come upon a dead thombo and some quite lively scrade.

The Eaten and the Eaters

Blaine Stawar did not expect to run into a scrade burrow. The hungry scrade burst out from the dirt and began to cut the thombo to pieces with their sherrids (claws). Stawar was able to shoot one with his crossbow and escape with the teenagers. He was, however, wounded in the leg by his fall from the thombo.



Since then, the scrade have dined on the thombo. As the characters approach, they will smell a very nasty odor before they reach the spot where the thombo carcass lies. They will find the dead beast in a small gulley. Foul brown liquid mixes with the reddish-yellow thombo blood. Characters skilled in Fauna can have a Easy roll to recognize scrade/wasto signs, if they declare that they will try to do so.

If the characters approach within 10' of the thombo carcass they will be attacked by four scrade. On every character who fails a Spot roll at -5 penalty the scrade will get a +5 advantage bonus for the first round. Use standard scrade/wasto statistics (*Skyrealms of Jorune* book, p. 170; Stamina is 1d3+3). If the PC party is rather tough, add more scrade to give them a nail-biting fight.

The Foothills

Presuming that the characters survive their encounter with the scrade, they will discover that Blaine Stawar's trail has become easy to follow. On a successful Easy Tracking roll, the characters can follow Stawar and the teenagers' trail indefinitely. His tracks lead away from the main road onto a slightly worn thombo path. The PC's really haven't a chance to catch up to Stawar—he will, by this time, have at least a three-day lead.

If they continue on the trail at a walking pace, they will reach the foothills of a small mountain chain in about ten hours. The trail follows a gorge up into a series of small, grassy valleys. After another twelve hours' walking time, they meet the crugar.

The Crugar Search Party

A party of three crugar, similar to the characters' own group, has been sent from their town in the eastern Doben-al to find two missing crugar teenagers. They were following the trail through the foothills when a hungry pack of wolves waylaid them. They are currently camping on a ledge overlooking the gorge (see **Encounter with Crugar map**). Unless the characters are employing effective concealments, the crugar on

look-out duty will spot (or, more likely, hear) them coming. The crugar will conceal themselves among rocks and watch the characters approach.

When the characters are directly below the crugar positions, the leader will shout down to them in snarling, rasping Entren. Characters who have any crugar language skills will recognize the voice as crugar.

The crugar will, of course, be threatening and abrasive. He will want to know exactly who the characters are, where they are going and why. Aggressive responses or actions on the part of the characters will probably precipitate an immediate attack.

If the characters keep calm and reply in measured tones with honesty, the crugar leader will tend to believe them. After all, they will seem to be in the same situation. The crugar will be in favor of a temporary alliance to discover the whereabouts of their missing teenagers.

The crugar party consists of the leader, a watch, and a dyshic (dysha user). The dyshic cannot walk. He will be reluctant to let any human touch him, but if one of the PC's were to successfully use first aid or medical skills on him, the mood between the PC's and the crugar would certainly improve.

If all goes well, Strissha, the leader, will accompany the PC's up the gorge. The other two crugar will stay behind.

If combat ensues, Strissha and the watch will leap down on the characters with a +3 first round advantage, and begin slicing mercilessly with their swords. The dyshic will throw Lightning Blast down on the PC's from his cover among the rocks.

The crugars' statistics are:

Crugar Leader, male, "Strissha"

Con 9	Strength 12	Speed 13
Social 11	Education 10	Aim 9
Color 7	Learn 11	Spot 12
Isho 9	Agility 16	Listen 14

Armor None

Carries/Adv+/Rank 2H Sword/+5/16

Language (Entren) at Familiar

Crugar Watch, female, "Shrar"

Con 10	Strength 10	Speed 11
Social 8	Education 9	Aim 10
Color 7	Learn 11	Spot 13
Isho 9	Agility 13	Listen 16

Armor None

Carries/Adv+/Rank Sword/+3/13

Has a Minor Wound to the Body

Crugar Dyshic, male, "Murshal"

Con 11	Strength 10	Speed 11
Social 9	Education 19	Aim 8
Color 7	Learn 11	Spot 11
Isho 21	Agility 13	Listen 14

Armor None

Carries/Adv+/Rank Sword/+3/13

Dysha: Lightning Blast at Familiar

Has a Major Wound to his left leg

The encounter with the crugar can either result in a great benefit for the characters, or a very difficult fight. Emphasize role-playing in the conversations between the two parties. Make the players talk directly to the crugar (instead of saying "We'll try to bargain with the crugar.").

If Strissha goes along with the players, he will employ usual crugar tactics when facing any opponents, i.e., attack first and ask questions later. A charismatic or convincing character could perhaps influence his actions toward more practical and thoughtful methods of approaching problems.

The Experiment Station

Here lies the objective of the players' journey (**Iscin Station map**). This mountain hide-a-way is the location of highly illegal biological and bio-technical experiments.

Four Iscin and three hired mercenaries have been living and working here since the 1st Shal of Mullin (Spring). On occasion, two cleash come through the warp located in a cave in the side of the mountain to monitor the Iscin's progress.

Though each scientist works on independent parts of the project, they have one common goal: producing the limilate the cleash want. If the experiment is a success, they plan to move their base of operations north, to the Assydre Sea, where they can hire more manpower and increase production of the limilate. They have no idea that the cleash plan to take them to Gilthaw once the limilate is made.

There hasn't been much open discussion of what to do with the four teenagers. They will no longer be needed once the limilate is created. Kale Jasper favors "disposing" of them, though he has not actually said this to anyone. Meanwhile, the teenagers are generally well-treated by everyone. Jasper supplied much of the funding for the operation and is the nominal leader.

Many things could happen when the players arrive at the station, depending on what course of action they

decide to use to free the teenagers. A blatant offensive, even with the help of the crugar leader, might not work. The players might decide to wait and watch the station's activities, from the cliffs perhaps.

To be fully prepared for whatever the players do, the sholari should decide where the scientists and mercenaries are when the characters approach. A good sense of the usual activities of the station residents will help the sholari respond to fast-breaking situations.

Daily Activities (using 27 hour, "military time")

Batig wakes up every day at approximately 7:00 (before sunrise) and goes to sleep at 27:00. He does not attend lunch.

Breakfast bell at 9:30
Lunch bell at 14:30
Dinner bell at 19:30

Thirty minutes after each common meal, Sermic brings food to the captives.

From 16:00-19:00 Sermic takes the four teenagers out for a stroll. They are tied together in a line by rope and their hands are bound.

Kale Jasper and Tawn Jordess spend many hours every day in the lab, Evra spends less, and Stint hardly ever frequents the lab. Once every four days, Jordess draws a small amount of blood from each teenager.

Blaine Stawar leaves the canyon for about three hours every day to hunt rock pibber and collect stones.

Evra feeds her cougars twice a day, in the early morning and in the afternoon. Before the afternoon feeding she takes them on a two hour walk in the mountains.

Stint Arlish spends much of the day either in the Iscin building lounge or at his desk in his room.

Plans for Trouble

The Iscin do not expect trouble. They have planned for encounters with dangerous animals, and have had to deal with a nasty duradon, but they do not expect attack from intelligent creatures.

If anything unexpected comes up the pass to the canyon, Batig is expected to ring the alarm bell. Sermic and Blaine Stawar are then expected to run to his aid, battle-ready.

Jordess and the Arlishes are expected to go to the Iscin building (if not there already), slam the bolts over the doors, and collect in the lounge.

Jasper will follow Sermic and Stawar by one to two rounds with his field ram pistol.

If the attack is confusing and the station inhabitants do not have the time or placement to do the above:

Jasper will attempt to find the attackers, and open up with his field ram. He may also grab his sword if he is in or near the Iscin building. He will not be at all adverse to threatening the lives of the teenagers to save his own skin (although Sermic might then immediately change sides). Remember: Jasper is aggressive, brave, and self-interested.

Batig will lumber about, trying to find the fight and get himself involved. He will obey Jasper or Sermic unless he is currently involved in a melee battle. He might be persuaded to surrender if promised his life.

Sermic will respond to orders from Jasper. Otherwise he will attempt to keep the teenagers safe and contained, or defend the scientists if the teenagers do not seem to be threatened. He will die doing the first,

if he feels they are threatened, but will probably surrender and cooperate with anyone who is obviously attempting to rescue them.

Stawar will respond to orders from either Sermic or Jasper. Otherwise he will try to fire his crossbow from good cover. He will surrender or flee if outnumbered and outfought.

Jordess will try to find a hiding place in either the Iscin lounge or the lab. She may even take her own limilate if she feels that she will perish otherwise. She will surrender if cornered.

Evra Arlish will attempt to get to her pets and have them attack anyone attacking her or her husband. She will not surrender easily.

Stint Arlish will try to find his wife, or will cower wherever he can find safety. He will not surrender easily, knowing that possible execution awaits him in Ardoth.

The Iscin

Drennit Kale Jasper (Human)

Size/Injury Mod. +0/+0, Age 45

Con 15	Strength 13	Speed 11
Social 13	Education 18	Aim 11
Color 9	Learn 15	Spot 12
Isho 10	Agility 12	Listen 11

Carries/Rank Field Ram Pistol/10

Seasoned: Earth-tec

Experienced: Earth-tec Operation/Modification, Field Ram Pistol, High-class Etiquette, History, Information Search, Laser Pistol, Mathematics, Physics, Write (Entren)

Familiar: Bio-tec, Defend without Weapon, Fist Attacks, Geography, Sword, Traveler, Wilderness, Woffen

Athletics at +1

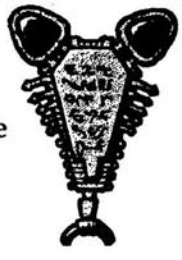
Kale Jasper was born to a wealthy and important family in Ardoth, taught by his own personal thriddle tutor, and awarded drennit status at age 24. He is smart, but not brilliant. Much more often he relies on his good looks and social status.

During his education, he proved to be adept at Earth-tec. The handling of Earth technology seemed to come naturally to him. He has served as weapons trainer for the Ardothian guard, consultant and engineer for the Earth-tec arsenal in Ardoth, and expedition leader for numerous Earth-tec searches.

He is also a very greedy man. After his pompous attitudes offended a kesht in Ardoth, he was relieved of his post at the Arms Chamber. Angry and temporarily without work, he joined the other three scientists (he had just met Tawn Jordess). He is the default leader of the team. He spent the last of his personal finances on payments for the mercenaries.

The isolation has affected Jasper. He is anxious to be done with the experiments and reap the benefits.

giddyne



Tawn Jordess (Human)

Size/Injury Mod. +0/+0, Age 38

Con 8	Strength 10	Speed 9
Social 17	Education 15	Aim 13
Color 14	Learn 16	Spot 12
Isho 13	Agility 12	Listen 10

Seasoned: Flora Recognition, Limilate Finding, Limilate Preparation

Experienced: Biology, Singing, Teaching, Writing

Familiar: Bio-tec, Fauna Recognition, First Aid, History, Information Search, Language (Thriddle), Thriddle Etiquette, Traveler, Weather

Tawn Jordess was a precocious young student at a biological academy in Allidoth. She showed a remarkable affinity for plants, herbs, and limilate working. She also showed a scheming, almost diabolical mind and an insatiable drive to outdo all the other students.

Some of her findings caught the attention of a thriddle scholar named Ho Talrou. She even received an honorary giddyne from her mentor to search through the vast library at Tan-Iricid.

Her rising status as a limilate Iscin, and her efforts to achieve drenn status, came apart after one well-publicized serious blunder on her part.

For almost six years Jordess had worked on a limilate that would slow bodily functions down to a temporary standstill. Ho Talrou was convinced that the discovery would make her a drenn or even drennit.

But Jordess became over-anxious. Without permission from the academy, she tried her limilate on human subjects, two poor street boys whom she seduced into taking the drug. One died, and the other could not be revived from his coma. Ho Talrou happened upon the bodies in her lab and Jordess was expelled from the academy, shamed in the scientific community, and exiled from Allidoth.

In Ardoth, she met Evra and Stint Arlish. They convinced her that after their experiment she could gain the power and prestige she wanted without being subject to Burdothian scientific decorum.

Jordess likes the human teenagers, especially Nia. She tries to make them as comfortable as possible given the conditions. She will object to any suggestion that they be harmed. It is her understanding that they will be returned to their homes once the experiment is concluded.

Evra Arlish (Human)

Size/Injury Mod. +0/+0, Age 48

Con 14	Strength 12	Speed 13
Social 12	Education 14	Aim 12
Color 7	Learn 14	Spot 12
Isho 8	Agility 12	Listen 15

Seasoned: Cougar Handling, Creature Care, Speak Crugar

Experienced: Biology, Crugar Etiquette, Lore

Familiar: Limilate Finding, Limilate Preparation, Staff, Wilderness Travel

Carries/Adv+/RankStaff/+2/11

A lean, messy-haired, swarthy woman, Evra Arlish wishes she were a crugar. Before she met and married Stint, she spent several years traveling in Temauntro. Her travels also took her to the Doben-al, where she found three cougar cubs helpless, their mother dead. She has raised them ever since, and they are extremely devoted to her.

Evra exhibits many crugar mannerisms. She is quick to anger, and her anger is extremely volatile and energetic. Her anger burns especially hot when her husband is threatened. It is conceivable that Evra could somehow manage to talk Strissha (if the crugar leader is with the player characters) out of attacking the station, especially if crugar-player character relations have not been good. She might refer to the PC's as being like Bomoveris to sway Strissha (see *Skyrealms of Jorune* book, p. 139 for more info).

She is the only Iscin at the station who has not had official Iscin training. Tawn Jordess and Evra do not get along whatsoever on account of Jordess' often condescending attitudes.

Her cougars are two males and one female. Use statistics given in *Skyrealms of Jorune* book (p. 161), except Attack Rank is 15, Defense Rank is 14, and Speed 20. Stamina is 1d6+6. They will not attack Strissha and he will not be likely to attack them.

Stint Arlish (Human)

Size/Injury Mod. +0/+0, Age 54

Con 8	Strength 8	Speed 5
Social 10	Education 16	Aim 13
Color 14	Learn 19	Spot 14
Isho 12	Agility 10	Listen 14

Seasoned: Biology, Medicine

Experienced: Bio-tec, Information Search, Limilate Preparation, Language (Bronth), Language (Thriddle), Literature, Write (Entren)

Familiar: Creature Care, Fauna Recognition, Flora Recognition, Genetics (experience in selective breeding)

Stint Arlish is a genius. He was, however, partially crippled at an early age and needs to employ a wooden cane to manuever at all. His "accident" occurred when his crazed father threw him against a wall. Ten years later, at the behest of his terrified but mentally abusive mother, he poisoned his father. A year later, his mother committed suicide.

Stint was subsequently taken into the care of an old Iscin. The Iscin, thankful to have a son, encouraged Stint in all his experiments, though many of them involved dissection and torture of animals.

When his adoptive father died, the young scientist moved to Ardoth, where he met Evra. He soon fell in love with the strong and protective woman.

Stint attempted to enroll in an Ardoth institute, but was rejected because of his unappealing personality. He decided to pursue an independent scientific career and profited from a few breeding experiments with scrade and beagre for sherja fights in Auklin.

His whole life changed when the cleash dropped a priceless Earth colony text in his lap. Though much of the book was damaged, and much was beyond his understanding, he knew he could organize a group of Iscin to the task of creating a limilate which would enhance human senses to crugar levels.

The Mercenaries

Batig (Corastin)

Size/Injury Mod.		+3/+4, Age 48
Con 13	Strength 17	Speed 8
Social 16	Education 4	Aim 8
Color NA	Learn 7	Spot 12
Isho NA	Agility 6	Listen 11

Armor	Crudge
Carries/Ad+/Rank	Club/+3/16

+1 to hit from Strength bonus

"The Man paid me to sit, eat, and sleep. So I sit, eat, and sleep."

Batig is a little sharper than the average corastin. He can understand Kale Jasper's orders (the Man), and performs them without question.

Should the characters tangle with him, they will find him an eager opponent. His day-to-day battle practice sessions do not give him the exercise or challenge he desires. Mostly, he keeps to his rock pile, where he sleeps and cleans himself. The Iscin and Stawar and Sermic never bother him.

Blaine Stawar (Human)

Size/Injury Mod.		+0/+0, Age 32
Con 11	Strength 11	Speed 16
Social 13	Education 7	Aim 16
Color 9	Learn 10	Spot 14
Isho 11	Agility 17	Listen 12

Seasoned: Crossbow

Experienced: Bribe, Fast Talk, Knife (melee), Set Traps, Thombo

Familiar: Conceal Self, Defend without Weapon, Silent Movement, Tailing, Tracking, Traveler, Underground Info

Carries/Aim+/Rank	Crossbow/+4/18
Carries/Ad.+/Rank	Knife/+6/14

Other than his artistic affinity for crystals and gemstones, Stawar is a run-of-the-mill scoundrel. He was born in Essanja and has made his living through robbery, cons, looting, mercenary work, and assorted quasi-legal pursuits.

He is at heart a coward. He has killed several people (crossbow bolt in the back) and receives a degree of pleasure from watching people in pain.

Jasper hired him to kidnap the teenagers and serve as a guard and worker. Stawar often shirks his more menial duties to go exploring in the surrounding mountains. Sermic picks up the slack.

Sermic, Family of Kindaw (Boccord)

Size/Injury Mod.		+1/+2, Age 36
Con 16	Strength 16	Speed 10
Social 13	Education 9	Aim 9
Color 12	Learn 11	Spot 11
Isho 13	Agility 10	Listen 12

Seasoned: Carpentry/Construction

Experienced: Cooking, Defend without Weapon, Longbow, Sword

Familiar: Advance, Bargain, Geology, Isho Weather, Knife, Silent Movement, Tackle, Thombo, Traveler, Weather, Withdraw

Carries/Adv+/Rank	2H Sword/+3/14
Carries/Aim+/Rank	Long Bow/+2/15

Would wear chain armor shirt if he expected a battle.

Sermic is a journeyman carpenter and builder. Jasper hired him in Ardoth for his construction skills and his typical boccord warrior proficiencies.

Not knowing what the Iscin were up to, Sermic enthusiastically built the station with help from Batig's brawn and Stawar's off-and-on assistance. Sermic desperately wants to achieve drenn status and to make money for his family back in Heridoth. Status is very important in his clan; his mother, father, and grandparents expect high things from him.

However, Sermic soon realized that he was involved in an illegal and unethical experiment. He has a good heart and hates to see the teenagers, especially the humans, mistreated. Jordess suspects that he might leave the station and report them, and perhaps take the children with him.

Arriving at the Experiment Station

After another two hours' walk, the group comes upon a fork in the gorge trail. One side crosses a small stream and apparently heads higher into the mountains. The other curves out of sight into a canyon. Scaling the walls of the gorge, at this point and beyond, requires a successful Climbing roll at -15, or at -10 with climbing equipment. If the characters climb, they will need to roll for every 10 yards scaled; the canyon rim averages 120 feet (four rolls are needed).

The experiment station lies in the canyon. The characters will encounter the corastin guard upon rounding the corner.

The Big Green Guy

Batig will be here every day, all day except during breakfast and dinner, and on special work occasions. Usually he can be found sitting on the rock pile.

He has been instructed to stop anyone who approaches and then ring the bell next to the rock pile. If attacked he will stay behind the rock pile and force attackers to either climb over the rock pile (requiring an Adv penalty of -4) or come around it. Only two attackers will be able to simultaneously engage him in melee unless opponents climb up and onto the rock pile.

If Batig is able to ring the bell, Stawar and Sermic will come running immediately (unless either one is not in the station canyon), reaching the rock pile area in one to two rounds.

The Iscin Building

This one-level hardened mud construct contains the Iscins' rooms.

The lounge: a small common area with a fireplace, a wooden table and chairs, and a wooden bookshelf with light reading books.

Stint and Evra Arlish's room: a messy room strewn with notes and clothes. Contains a bed, desk and chair, dresser, and two bookcases filled with assorted biology and bio-tec books, including Stint's extensive notes on the cleash documents and the theories behind the creation of the limilate.

Under the bed lies a locked wooden chest with metal reinforcements. Inside is a detailed diary describing Stint's first contacts with cleash emissaries and the subsequent arrangement between the Iscin and the cleash; his Earth colony genetics text; and 20 gemlinks. The notes lying on the floor are too incomprehensible to be worthwhile, but the notes and text in the chest might be worth a great deal to Burdothian authorities.

Tawn Jordess' room: a tidy room which contains a bed, a dresser with large mirror, a desk and chair, and a small bookshelf with mostly flora identification books. Jewelry in the dresser is worth a modest amount. A diary at her bedside gives an account of the construction of the station, her love affair with Jasper, her sympathy for Nia, and her suspicions about Sermic's reliability.

Kale Jasper's room: a spartan room with a bed, chest, desk and chair. Inside the chest is a decorated Ardothian guard sword, two doses of thon limilate, drennit clothing, an Earth-tec viewer, and 100 gemlinks.

The Animal Pen

Attached to the back of the Iscin building is a wooden pen in which Evra keeps her pets. The cougars will always be found here unless Evra is walking them.

The Thombo Stable

The station's two thombos are kept here when not in use.

The Common Tent

This is where the station residents meet for meals and planning sessions. Under the tent is a round table with seven chairs, a mud brick oven, and a grill. Outside the tent stands the bell pole.

The Mercenary Quarters

Blaine Stawar and Sermic live in this one-floor, two-room mud building.

Stawar's room: a bed, a desk and chair, a dresser. When not in use, Stawar keeps his crossbow hung on the wall. There are eight gemlinks in the dresser.

Though he knows nothing about geology, Stawar collects interesting stones. The room is littered with stones and crystals in boxes and lying on the floor. In the mess are three uncut green crystals, one uncut orange crystal, and fifteen uncut clear crystals.

Sermic's room: a bed and a chest. Unless he has them with him, his longbow, arrow quiver, and sword will be propped up on the wall near the door. Inside the chest are four gemlinks, a ceremonial dagger, and a shirt of chainmail.

The Teenagers' Huts

These mud huts are where the teenagers are kept. Each pair of teenagers has been provided with books and games applicable to its race.

Hut 1: The two crugars. They expect to see either Tawn (whom they like) or Sermic (whom they fear). Strange humans will provoke them either to cower or to hiss, scratch, and bite.

Hut 2: The two humans. Tawn has won over Nia, but not Shorlen. They both like Sermic. Shorlen will jump at the opportunity to escape.

The Lab

The Iscin do their scientific work here. There is one large center table and four smaller desks with four chairs.

Jasper's desk: A disassembled throw-explode, Earth-tec tools, two power cells, one attack cell, and various strips lie on the desk.

Jordess' desk: Clay pots, vials, and a collection of dried plantlife are found on her desk. A scientific diary records the production of the Jordess limilate and her successes and failures with the limilate work for the cleash. Under her desk, in a small, locked, wooden chest, are ten vials of the Jordess limilate.

Evra Arlish's desk: Evra's desk is usually cluttered with notes about cougar and crugar physiology, psychology, and her own observations.

Stint Arlish's desk: Stint hardly ever uses his desk. A large notebook contains a detailed schedule for the experiment.

Numerous glasswork apparati sit on the center table. Vials of human and crugar blood (labeled with gender and race) rest in neat rows. The equipment siphons, breaks down, and combines the blood with DNA-extracting materials, supposedly producing components for the final limilate. Of the Iscin, only Stint Arlish has any comprehension of how the cleash equipment works.

Whether or not the equipment would actually be able to produce the limilate is up to the sholari's discretion. The full set of equipment could probably sell for a small fortune on an Iscin black market, but turning the equipment over to Burdothian authorities would earn the PC's something much more worthwhile—respect and a possible challisk or even copra engraving.

The Food Storage Cave

The entrance to the cave is 7' by 7'. The cave slants downward at a slight grade. A human-sized creature can walk, bent over, down the grade. After twenty feet the cave opens into a 20' by 15' area with an 8' ceiling. A tunnel leads off to the left. A natural spring runs through the area near the back wall.

The station's food is kept cold here: durlig, coditch, dried pibber, some spices (used mainly as preservatives), creshi, hilc, and one small cask of rusper.

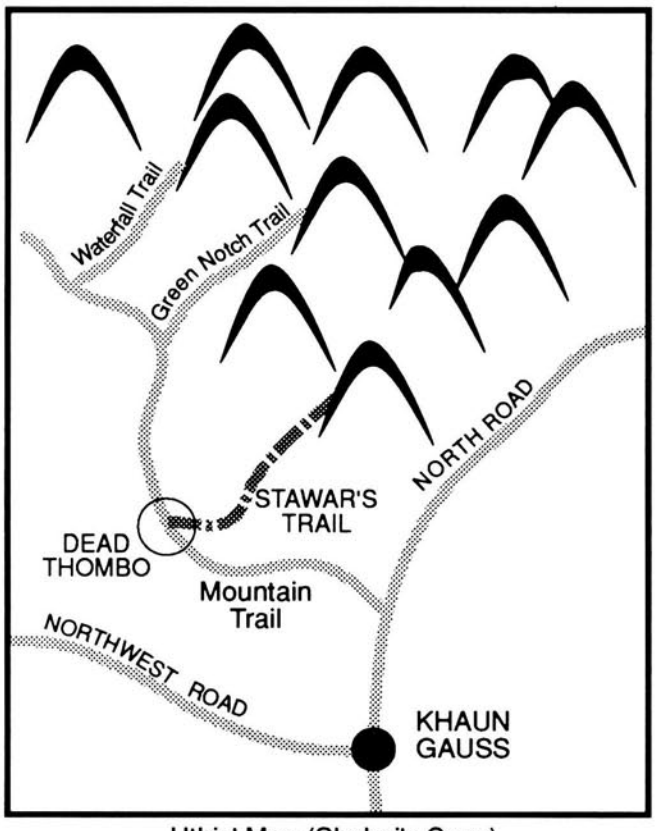
The Warp Cavern

The tunnel winds at a slight grade for thirty feet. It opens into a small natural cavern. Raw white crystals hang from the ceiling.

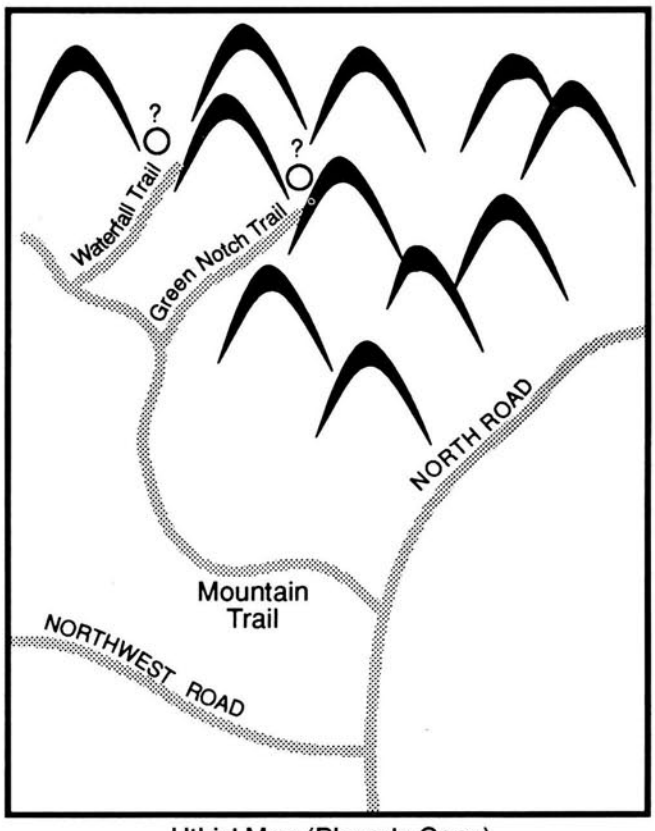
The back wall of the cavern shimmers and seems to lead into a snow-covered rock cluster (in actuality it leads to the Ice Fields of Gilthaw). Anyone stepping through will meet with freezing cold and will start suffering from exposure in ten to twenty minutes without heavy clothing. If someone survives the cold, he will certainly run into cleash within one hour.

This permanent warp was discovered by the cleash a few years ago. They had no use for it until they made the deal with the Iscin.

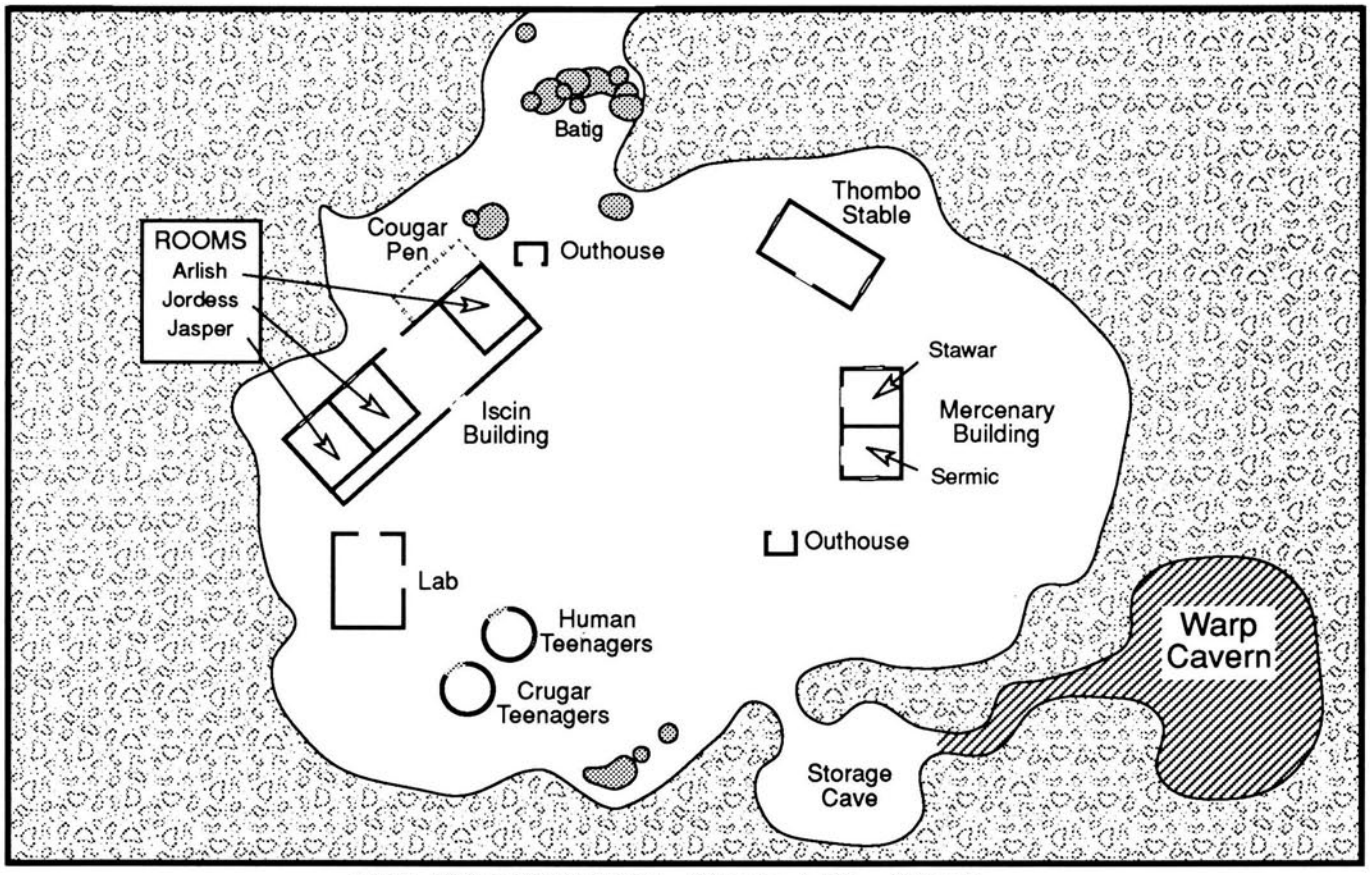
A crystal-cutter could harvest the cavern for up to four full white crystals. Burdothian authorities will destroy the cavern if they are informed about it. Any information about the cleash passed on to the thriddle will be received very generously.



Uthis' Map (Sholari's Copy)



Uthis' Map (Player's Copy)



THE ISCIN STATION (Scale: 1/4" = 6 feet)

SRP 2100

SKYREALMS of JORUNE™

The RolePlaying Game

THE INNOCENTS OF GAUSS

BY MARK FREIN

"To mature, one must struggle."

Drenn Shanop Tagress

The simple lifestyle of a farming community is disturbed by two unexplained disappearances. Could the crugar have taken the missing teenagers? The answer will take the fledgling adventurers far away from their homes, and will test the limits of their wits and their courage.

This beginning-level adventure is designed to introduce players to the world of Jorune. Pregenerated characters are included, but a sholari could easily fit the adventure into an existing campaign.

LEAVE YOUR WORLD BEHIND™

©1993 Chessex, Inc.
Printed in the U.S.A.
ISBN 1-883240-01-8

Chessex, Inc.
2990 San Pablo Ave.
Berkeley, CA 94702